

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please see the Limited Warranty contained within our Software License Agreement for warranty replacements. **We recommend that you first contact an Activision Technical Support Representative by phone or Internet before sending your product to us.** In many cases, a replacement is not necessary to resolve your problem. Our support representatives will help you determine if a replacement is necessary. If a replacement is appropriate we can issue you an RMA (Return Materials Authorization) number to help process your replacement. Non-warranty game returns/refunds should be dealt with by the retailer or online site where you purchased the product.

Register your product online at <http://register.activision.com>
so we can enter you in our monthly drawing for a fabulous Activision prize.

To view a full length manual, including credits, visit www.activision.com/en_US/manuals

Activision, Inc.
P.O. Box 67713
Los Angeles, CA 90067
83451.260.US

EmuMovies

PRINTED IN U.S.A.

NINTENDO[®] DSI

INSTRUCTION BOOKLET

ACTIVISION



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



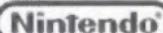
Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.



CONTENT RATED BY
ESRB

LICENSED BY

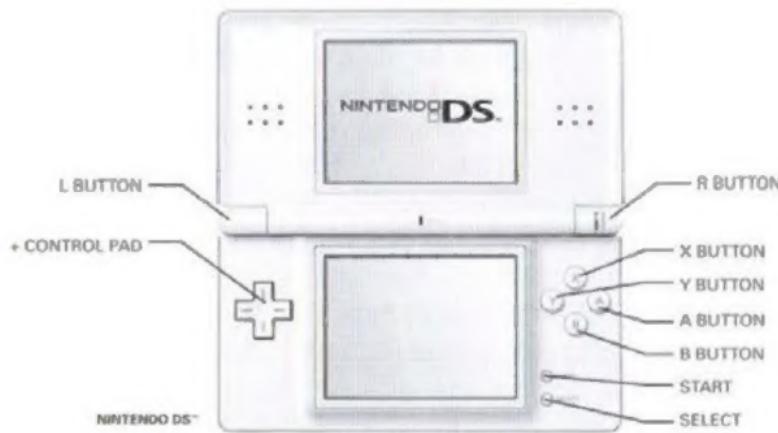


NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2006 NINTENDO. ALL RIGHTS RESERVED.

Getting Started

1. Insert the *Transformers Animated: The Game* Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.
2. Turn the Power Button ON.

*Note: The *Transformers Animated: The Game* Game Card is for the Nintendo DS system only.*



CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Main Menu

The Main Menu has the following items: **New Game**, **Load Game**, **Options** and **Unlockables**. See the online manual at www.activision.com for more *Transformers Animated: The Game* gaming information.

Heads-Up Display (HUD)

During gameplay, the bottom screen is reserved for the 3D gameplay and remains largely unobstructed by HUD elements. Any information that needs to be tracked and shown is displayed on the Top Screen instead. See the online manual at www.activision.com for more information on the *Transformers Animated: The Game* HUD.

Common Controls

Once you trigger a menu action by using the **A** or **B** Button, you can change the selected menu item by using the directions on the +Control Pad while also holding down the **A** or **B** Button. The selected action will complete once the **A** or **B** Button is released.

The following controls are common to all four Autobots with the Platform and Driving games.

- **Switch Character:** During the Platform game, press the **L** or **R** Button to switch characters. The order in which the Autobots are selected is as follows when pressing the **R** Button: Optimus Prime → Bulkhead → Bumblebee → Optimus Prime. When the **L** Button is used, the order is reversed.
Note: You can also use the Touch Screen to switch characters by touching a character's corresponding mini-shield.
- **Pause Game:** Press **START** to pause the game. This will only work when you have control of your character (e.g., not in a cut-scene or dialog).
- **Movement:** Press \leftarrow or \rightarrow on the +Control Pad to move your selected Autobot left or right.
- **Skip Cut-scene/Dialog:** Press **START** when in the middle of a cut-scene to skip it. Press the **A** Button to advance dialog.

- **Operate Device:** Press \leftarrow , \rightarrow , \uparrow or \downarrow on the +Control Pad to operate devices such as Elevators and Lifting Magnets.

Switching Characters

Whenever one of your characters is off the screen, a small color-coded shield will appear to indicate where that character is in relation to the one you're currently playing. These color-coded shields can also be used to switch characters. Simply tap the color coded shield to change to that character.

Common Driving Controls

Both Forms (Robot and Vehicle)

- **START:** Pause game
- **+Control Pad:** Change Lanes
- **L & R Buttons:** Change Form

- **Touch Autobot Icon:** Change Form
- **A,B,X,Y:** Change Form

Optimus Prime Controls

- **Axe Swing:** Touch an enemy on the Touch Screen to swing Prime's Battle Axe. This will only work when enemies are in melee range (see Throw Axe). You can also use the **Y** Button to perform axe swings.
- **Block:** Press and hold the **B** Button to block against attacks and projectiles.
- **Axe Throw:** Touch an enemy or object on the Touch Screen to automatically throw Prime's axe in a straight line toward the target.
- **Guided Axe Throw:** Touch Optimus Prime on the Touch Screen, then draw a path away from him, either to the left or right. When you lift your stylus from the Touch Screen, the axe will be thrown and will follow the path as best it can.
- **Vertical Grapple:** Press \uparrow on the +Control Pad to grapple onto the ceiling. If there is a platform above you, he will automatically hoist himself up and flip onto it.

- **Drop From Platform:** Press ↓ on the +Control Pad to have Prime swing down from the platform and drop to the level below. This can only be done while standing on an elevated platform.

Vehicle Mode Abilities

- **Ramming Power** (when Prime smashes into construction barriers, he breaks them to pieces without missing a beat)

Robot Mode Abilities

- **Battle Axe** (can be thrown to hit enemies in the air or on the road ahead)

Driving Controls

Robot Form

- **Touch Enemy:** Throw Battle Axe

Bumblebee Controls

- **Stingers:** Touch the **Touch Screen** to have Bumblebee fire his Stingers in that direction. When firing at an enemy, the beam must be maintained to continue inflicting damage. In the case of an electronic device, you need only touch it on the Touch Screen and Bumblebee will power the device until he moves away. You can also press and hold the **Y** Button to fire your Stingers, then use the +Control Pad to change firing direction.
- **Jump:** Press the **B** Button to jump. When Bumblebee jumps towards a wall, he'll automatically grab on the wall and slowly grind down the length of the wall (see Wall Jump).
- **Wall Jump:** Press the **B** Button while Bumblebee is grinding down a wall to perform a Wall Jump. This will send him flying in the direction opposite to the wall.

Vehicle Mode Abilities

- **Speed Boosters:** Allow Bumblebee to go incredibly fast for a short duration. These Boosters must recharge between each use. Use any of the Change Form buttons to activate Bumblebee's Speed Boosters.

Bulkhead Controls

- **Punch:** Touch on **enemy** or **object** on the Touch Screen to have Bulkhead perform a massive punch. This will only work on enemies or objects that are within melee range.
- **Block:** Press and hold the **B** Button to block against attacks and projectiles.
- **Wrecking Ball:** Touch **Bulkhead** on the Touch Screen, then quickly trace a straight line away from him in any direction to have Bulkhead launch his Wrecking Ball in that direction. You can also touch an enemy or object on the Touch Screen to launch the Wrecking Ball in a straight line at your target.
- **Grapple Object:** Press and hold the **A** Button to grab onto an object. When holding on an object, you can press ← or → on the +Control Pad to push or pull the object.

Prowl

Robot Mode Abilities

- **Shuriken:** A fast weapon that can be thrown at enemies.
- **Jump:** With his agility, Prowl can jump over large obstacles.

Controls

Robot Form

- **+Control Pad:** ← or → Change Lanes; ↑ Jump
- **Touch Enemy:** Throw Shurikens

Collectibles

Energon Cubes: These are found throughout the game. Pick them up to instantly regain some of your lost health. Energon Cubes come in two varieties: **Small** and **Large**. Small Energon Cubes are quite common but only restore a small portion of your health. Large Energon Cubes are rare, but they will fully restore your health.

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, International copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase.

If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include:

(1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.